UML - mvvm

Notifications

MODEL

VIEWMODEL

VIEW

Notifications

Data Binding

Notifications

<<interface>>
IClient

+ connect(IPEndPoint ipEndPoint, string file_path)
- write(string line))
- read(int index)
+disconnect()

MyClient

+ Socket client
+public LinkedList<String> csv_file

<<interface>>
IFGmodel

+ connect()
+ disconnect()
+ start()

FGmodel

- IClient myClient;
- int index_line;

implement IFGmodel

FGViewModel

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()

Joystick_VM

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()
+ float VM_Throttle()

Graphs_VM

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()
+ List<DataPoint> VM_Points()

DataFly_VM

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()
+ DataFly_VM VM_DataFly()

Player_VM

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()
+ double VM_Index_line()

RunControl_VM

- IFGmodel model
- PropertyChangedEventHandler PropertyChanged

+ NotifyPropertyChanged()
+ open_csv_file()
+ open_xml_file()

MainWindow

- FGViewModel vm;
- Player_VM player_vm;
- Joystick_VM joystick_vm;
- Graphs_VM graphs_vm;
- DataFly_VM dataFly_vm;
- RunControl_VM runControl_vm;
- dynamic c;
- dynamic graph;

Joystick

- Joystick_VM VM_joystick

+ Joystick_VM VM_joystick()

Graphs

- Graphs_VM graphs_vm

+ Graphs_VM VM_Graphs()
+ void Listbox_chunks_list (object sender, SelectionChangedEventArgs e)

DataFly

- DataFly_VM dataFly_vm

+ DataFly_VM VM_DataFly()

Player

- Player_VM player_vm

+ Player_VM VM_Player()
+ slider_ValueChanged
+ play_Click_1(object sender, RoutedEventArgs e)

RunControl

- RunControl_VM runControl_vm

+ RunControl_VM VM_RunControl()
+ Open_csv_Click(object sender, RoutedEventArgs e)
+ Open_xml_Click(object sender, RoutedEventArgs e)